

Creating Containers Using ActivInspire


Containers as Promethean defines are “objects that can contain other objects. This is useful for creating activities that rely on objects being recognized and either accepted or rejected by another object. Any object that does not match all the chosen properties is rejected, whenever someone attempts to put it into the container.”

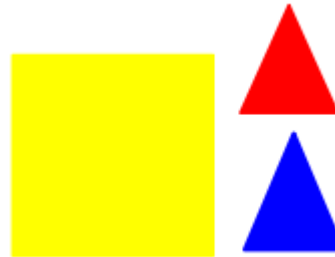
Container Rules


- “Any type of object, except annotations, can be a container.
- The object to be contained must be in front of the container. Therefore it must be either:
 - On a higher layer than the container, or
 - Higher in the stacking order on the same layer as the container.
- Containers can contain other containers, allowing you to create nested containers.
- Annotations that are drawn directly into a container object are automatically contained.”

Create a container


Here we show you how to turn a shape object into a container that can contain one specific object, but will reject any others.

1. Select **Shape**  and create three shapes, one larger than the others. In the picture on the right, we have created a yellow square, the container and two triangles, one red, one blue.

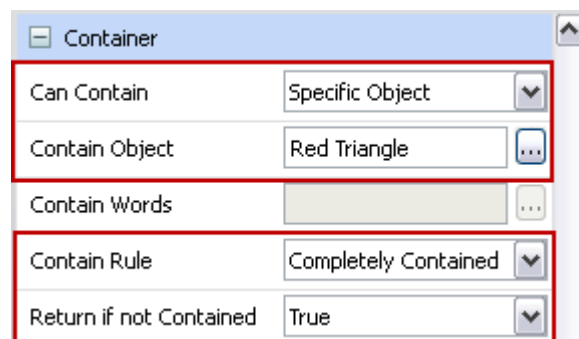


 For this example, we changed the 'Name' property of the object to be contained to 'Red Triangle' in the 'Identification' section of the Property Browser.

2. Select the largest shape, in our case the yellow square.

3. Open the **Property Browser**  and scroll down to the Container section.
4. In the 'Container' section, set the properties. In the picture on the right we set:

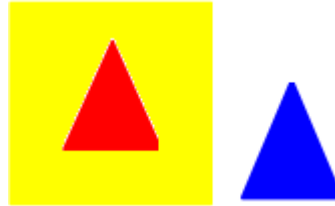
- a. **Can Contain** to **Specific Object**. This means only one particular object can be put in the yellow square container.
- b. **Contain Object** to **Red Triangle**. The yellow square can only contain the red triangle.
- c. **Contain Rule** to **Completely Contained**. The red triangle must be placed inside the container.
- d. **Return if not Contained** to **True**. If the red triangle is not completely contained, or you try to put another object into the yellow square, the object will return to the starting position.



Container	
Can Contain	Specific Object
Contain Object	Red Triangle
Contain Words	
Contain Rule	Completely Contained
Return if not Contained	True

The information above was obtained by selecting the help option in the top left of your open flipchart.

5. Test the container. Only the red triangle, but not the blue one, can be put in the container.



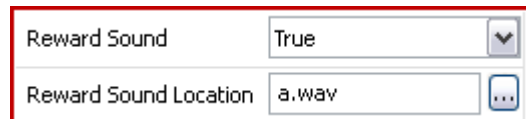
When an item has been contained, you can move it out of the container in one movement. Any further movements, when the object is not being contained will return it to the starting position.

Add a reward sound

A reward sound is a sound file that plays when an object is correctly contained.

Here we show you how to add a reward sound to a container:

1. Create the container as shown above.
2. In the 'Container' section of the Property Browser, set the sound properties:
 - a. Set **Reward Sound** to **True**.
 - b. Set **Reward Sound Location** to the location of the sound file you want to play when an object is correctly contained. In the picture on the right, this is the file a.wav.
3. Test the container. When the correct object is put into the container, the Sound Controller opens and plays the chosen reward sound.



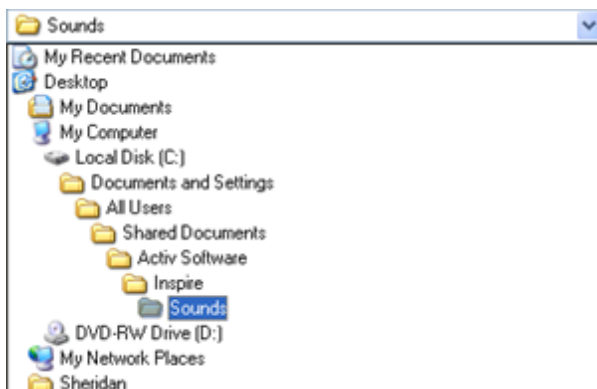
The Sound Controller remains on the screen until you close it.



Set the 'Reward Sound' property on the container, not the contents.

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Remember that any .wav file can be used as the reward sound. If while trying to select a sound you are unable to locate one on your machine, try following the file flow example below.



Start with Local Drive (C:) and select the options to the left until you are in the Activ Software Sound file.

<http://www.youtube.com/watch?v=5KPNsLSftUs>

or

Promethean Planet ActivTips

or

iTunes Podcasts – Search ActivInspire

The information above was obtained by selecting the help option in the top left of your open flipchart.